

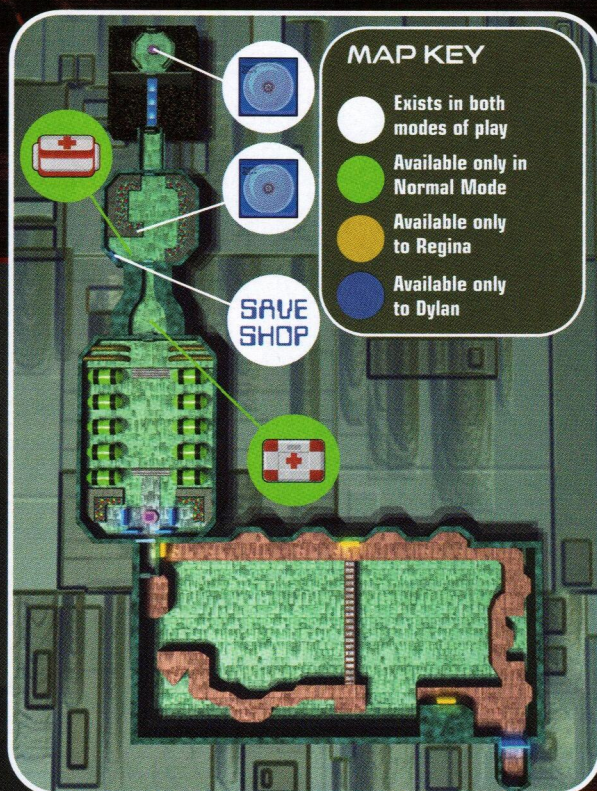
DINO CRISIS 2

ENDINGS AND
BONUS STUFF



DYLAN: HABITAT SUPPORT FACILITY-2

Dylan makes it into the last unexplored facility and finds out the truth about the mystery girl, the dinosaurs, and the Third Energy Facility disaster.

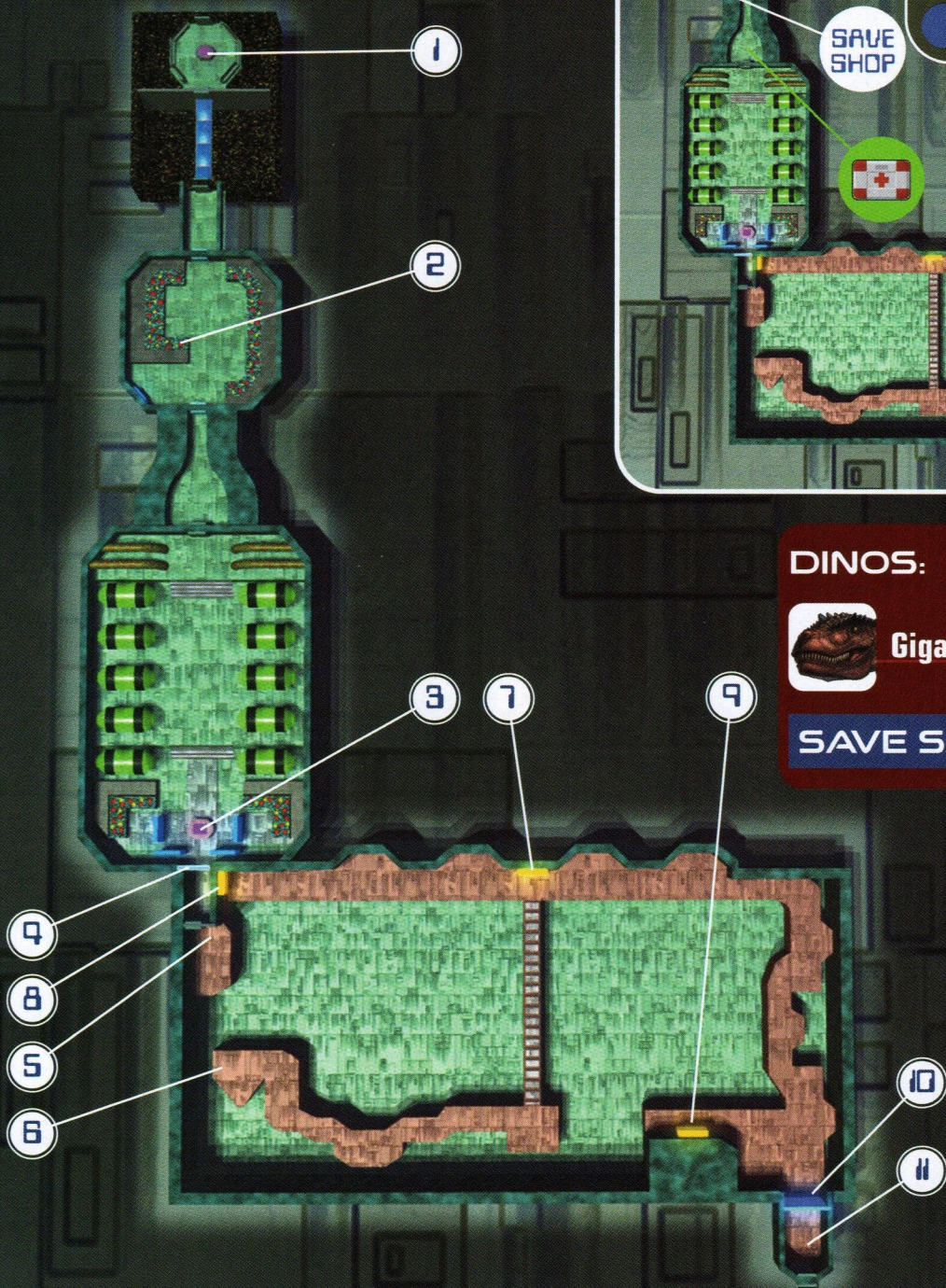


DINOS:



Giganotosaurus

SAVE SHOPS: 1



Walk through the door and pick up the Superintendent's Will from the map table and read a little about the purpose and fate of the facility you're in. Keep walking when you're done; there's nothing else here.

1



2

Go through two sliding security doors and into the Superintendent's Room. Grab the Noah's Ark Plan file, which explains where the dinosaurs came from and why they're here, then save and replenish ammo and keep heading south.

THE SHOP

WEAPON



Firewall

RECOVERY



Hemostat



Med Pak S



Med Pak M



Med Pak L



Resuscitation Pak

MAGAZINE

Reload

Buy larger magazine

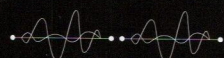
TOOL



Heavy Blade



Power Battery



Notes: Save your game, and buy *lots* of medical supplies even if you don't need them right now. You will soon.

PRIMA FILMSTOCK- DINOCRISIS

PRIMA FILMSTOCK- DINOCRISIS

PRIMA FILMSTOCK- DINOCRISIS

3



When Dylan finally catches up to the girl, he finds her manipulating a control panel. A hologram appears to explain everything, and it's quite a story. Listen carefully to find the answers to most of your questions. The final information, though, is that there is a time gate but it can only be used one last time. You have to hurry.



4

Head south to the door where Paula is waiting for you. She'll open it.



PRIMA FILMSTOCK- DINOCRISIS

PRIMA FILMSTOCK- DINOCRISIS

PRIMA FILMSTOCK- DINOCRISIS

5



6



When you get through the door and onto the bridge, the ground shakes. The self-destruct system has been activated by one of the mysterious disc-shooting Helmet People, who also takes a shot at Dylan; they struggle, but the fight is broken up by the appearance of the Giganotosaurus, hungry for revenge and sweet, succulent, human flesh. Dylan barely escapes the collapsing bridge and, on the other side, he finds a huge and very angry dinosaur between him and the places he needs to be.

There's no way on earth to get rid of the Giganotosaurus; fortunately, there's a way off earth to do it—an orbiting satellite with a huge pulse cannon that you can aim at the monster to vaporize it. Unfortunately, you first need to contact the orbital computer, and then you need to set the coordinates for the targeting computer. Fortunately, those controls happen to be in this very room. Unfortunately, the Giganotosaurus will do everything it can to kill you before you incinerate it.

Run west and then north to escape the Giganotosaurus and access the terminals. It'll chase you and destroy the bridge behind you. Don't stop on the bridge, or you'll die no matter how much health you have. Once you're across, you'll see a short scene that shows the exit door closing off—you can't get out until you've finished off the Giganotosaurus.

7



8



From the main terminal, turn west, and go to the communications console at the end of the platform you're on and activate it. Communications have been restored with the Anti-Satellite.

TIP



9

Turn and run back east, then south, and then west, following the platform until you can't run any more. Activate the console you find there. Now the coordinates for the satellite weapon are set.

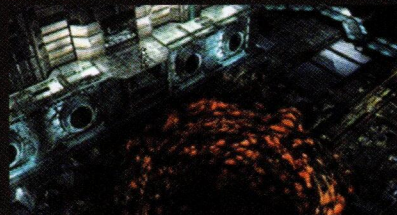
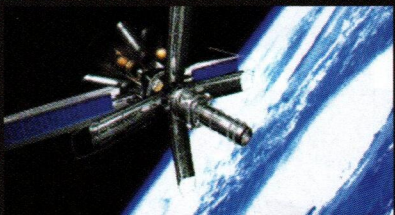
Return to the main terminal and fire the weapon.

7



There are two strategies for surviving this encounter: stopping to shoot and not stopping to shoot. The first school of thought suggests that you should get as big a weapon as you can and use it to pop the Giganotosaurus whenever it gets close; you'll also need to use lots and lots of medical supplies to get you through if you use this approach. You can't kill it, but you can set it back on its heels for a second, long enough to run past. The Rocket Launcher is really the only weapon big enough to be useful. The second opinion holds that you should run constantly, take your lumps if it catches you, and use lots and lots of medical supplies to get you through. They both work, but they both require huge quantities of medicine; so, whatever you do, stock up before you go in.

7



Finally! The Anti-Satellite orients itself and fires a deadly blast of energy through the atmosphere, the ceiling, the beast, the floor, and apparently the planet. Dylan wakes to find a glowing pit where his scaly opponent was standing, then he heads off to find Regina and Paula.



Go through the door on the south wall into the "Gate" Development Lab.

NOTE

And that's all we can tell you. The final disposition of the brave team is up to Capcom. A final scene will show. Stick around and watch. You've come this far—you don't want to miss the spectacular ending!

BONUS STUFF: IT AIN'T OVER 'TIL THE FAT DINO SINGS

IS THIS THE END?

So, you've completed the game and think that no challenges await you? How wrong you are. You've survived, so let's tell you what you've won...

RANKING

After the credits have rolled (make sure you applaud, those folks made this all possible) your ranking appears. This is based solely on how long it took you to get through *Dino Crisis 2*.

RANKING CHART

Rank	Clear Time
S	0:00:00-2:00:00
A	2:00:01-4:00:00
B	4:00:01-6:00:00
C	6:00:01-8:00:00
D	More than 8:00:00

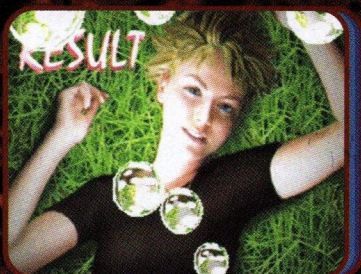
So, if you clear the game in two hours or less, you get an S ranking. One second more than two hours and you slip to the next ranking down.

Don't worry too much, though; you get no benefits from your rank except bragging rights and the satisfaction of a job quickly done. When you get your ranking you're also treated to a neat view of one of the *Dino Crisis 2* characters.

First time through, you'll see Dylan cruising in his car. Nice wheels.



Second time through and Regina graces your screen in a fine pose, looking much more relaxed than she does in her uniform.

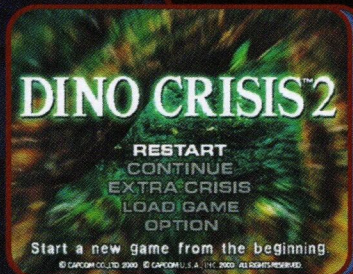


After the third time you complete *Dino Crisis 2*, you'll see Paula in a much happier state than when we last left her. It's nice to know she's having a good time.



After the fourth and any subsequent times through the game you'll see the above characters displayed in a random order.

When you've finished staring at your ranking, press **X** and you'll be asked if you want to save. Say yes! This save records the fact that you've completed the game. Load it every time you start the game again. You'll see a new opening screen after you load it up.



Here's what your start screen will look like after you've completed the game. Neat, huh?

BONUSES

PLAYER SELECTION

Now for the really good stuff.

When you finish a game you'll come to your ranking screen. Get by that to the screen telling you what you've won! Then it goes to the Player Entry Screen.

Remember these two? Rick and Gail are available to play in the Extra Crisis games you earn. However, you must buy their presence. Gail, Rick, and the Tank all have prices underneath their pictures.

All the Extinct Points you earned through the entire game are yours to spend on these players. Your total appears at the bottom of the screen in white.

Select who you want and press **X** to choose the character. Buy all of them if you can.

BONUS ICONS FOR BONUS GAMES

The first time you complete the game you unlock one of two Mini Games: Dino Colosseum. The save that you are given will have icons under the "Level" bar. Crossed swords means that you've unlocked the Dino Colosseum game.

When you complete the game and manage to pick up all 11 Dino Files, you'll unlock the EPS Platinum Card. You can get the card at the end of your first game, just so long as you get all those Dino Files.

Finally, you can unlock a second bonus game—Dino Duel—by buying dinosaurs in the Player Entry Screen. When you buy Rick, Gail, and the Tank, a new row appears showing dinosaurs in the Player Entry Screen. You can then buy them with your Extinct Points and play the Dino Duel.

Now your save has an icon that indicates your newfound Extra Crisis: Dino Duel. We'll get into the details in the following pages.

The Player Entry Screen shows a few familiar faces.

PLAYER ENTRY



VITAL CREDIT 694710 EXIT

BONUS AWARDS



You'll see this screen when you've opened the Dino Colosseum.

Here's what the save looks like with both the Dino Colosseum and the Platinum Card unlocked. See below for info on the Platinum Card.

MEMORY CARD : SLOT 1

DATA 01

Water Tower

CLEAR 01

LEVEL HARD

00:08:37

Select Data to Load.

PLAYER ENTRY



VITAL CREDIT 374710 EXIT

Look at that. A whole new set of friends to play with.

That red fist icon indicates you can play Dino Duel. It's your turn to control a few tons of angry lizard.

MEMORY CARD : SLOT 1

DATA 12

Dock/Carrier Lot

CLEAR 02

LEVEL HARD

04:59:28

Select Data to Load.

These two are really expensive, but they're very fun at parties.

PLAYER ENTRY



VITAL CREDIT 735281 EXIT

Not only can you play the two-player Dino Duel but, once you've bought dinosaurs, you can also use them in the Dino Colosseum game.

When you've bought all five dinos in the first Player Entry Screen, a couple of surprise visitors pop up. The Triceratops and Compsognathus (Compy) appear and can be bought for play in the bonus games.

BONUS ICON FOR BONUS AMMO

Do you remember the Dino Files? Did you get all 11 of them? We told you where all of them are so you'd better have them.

Finishing the game with all 11 Dino Files gets you a fantastic bonus item. You'll see a shiny card in the save screen after you finish the game.

BONUS AWARDS



You got an EPS Platinum Card. You will be able to buy weapons with unlimited ammo.

This screen shows up after you've finished the game and earned the EPS Platinum Card.

That Platinum Card icon is awarded for finishing with all 11 Dino Files. It's right next to the Dino Colosseum icon.



Select Data to Load.

That shiny card is the EPS Platinum Card. Owning it means that when you start a new game you'll have unlimited ammo for every weapon you own. No need to reload, no need to buy more magazine capacity.

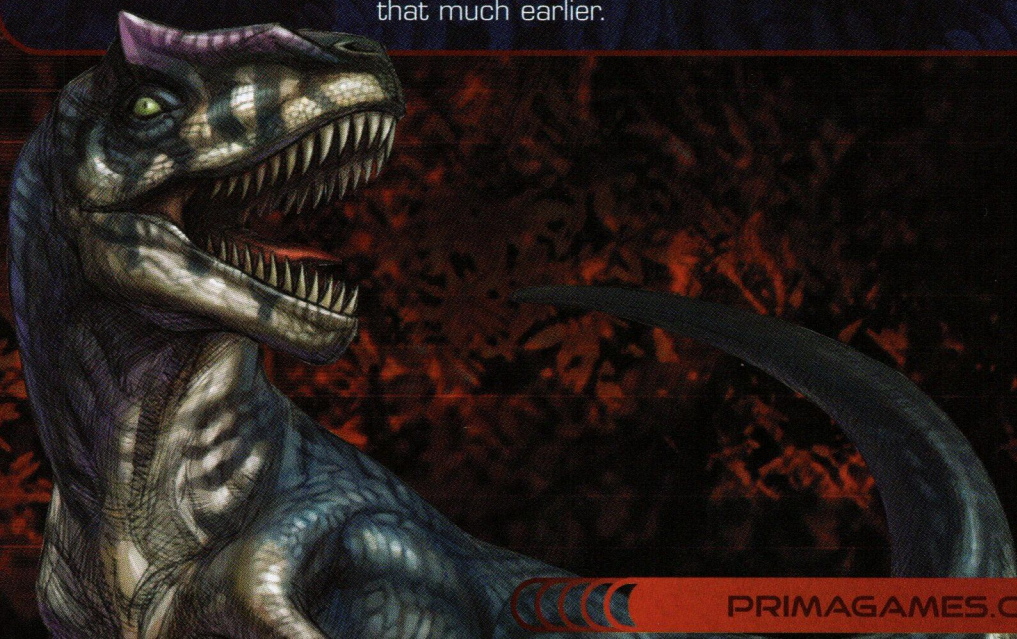
That's a sweet deal, no doubt about it. So, make an effort to get the Dino Files. It makes your subsequent replays a whole lot easier. Think of it—you'll be able to save thousands of Extinct Points and buy the Missile Pod that much earlier.



EPS Platinum Card

Cost: Finish the game with 11 Dino Files

GAME INFO: It allows you to buy weapons with unlimited ammo.



EXTRA CRISIS

DINO COLOSSEUM

Simply finishing the game opens Dino Colosseum, the first Extra Crisis. This is the chance to test your lizard-slaying skills in a small arena. You can choose any of the characters you bought in the Player Entry Screen. Each has a different set of gear to deal with the same number of dinos.

You'll be pitted against these beasts:

COLOSSEUM DINOS

Dinosaur	Number
Oviraptors	10
Velociraptors	8
Inostrancevia	3
Allosaurus	2
Tyrannosaurus Rex	1

Letter rankings in each of the four categories determine your final ranking. S is the best rank, then A, B, C, and finally, D. Each final rank has a trophy.

How that ranking is derived depends on how well you do in each of the four areas. Here are the scoring charts.

After being judged in four categories, you'll get a trophy based on your final rank. Keep an eye on these four things during the Colosseum battles:

Life	How much life you have left at the end.
Time Left	How fast you defeat all enemies. The faster the better.
Hit Ratio	How many of your shots hit their target and how many missed? Accuracy counts.
Extinct Points	How many points did you rack up? Go for combos.

DINO COLOSSEUM SCORING TABLES

LIFE SCORE

Hit Points Left	Rank
1,200-1,000	S
800-999	A
600-799	B
400-599	C
<400	D

TIME SCORE

Time Left	Rank
10:00-7:00	S
6:00-6:59	A
4:00-5:59	B
1:00-3:59	C
<1:00	D



HIT RATIO SCORE

Accuracy	Rank
100-70%	S
60-69%	A
50-59%	B
40-49%	C
<40%	D

EXTINCT POINT SCORE

Total Points	Rank
28,000+	S
25,300-27,799	A
24,900-25,299	B
24,500-24,899	C
<24,500	D

So, the game keeps track of all of this and then determines your Overall Rank. Though this may not help your game, here's how it works. Each rank you get in the four categories is given a point value—an S is worth 5 points, an A is 3 points, and so on. The total determines your Overall Rank. Like so:

POINT CONVERSION

Ranking	Points
S	5
A	3
B	2
C	1
D	0

OVERALL RANK

Total Points	Overall Rank
16-20	S
11-15	A
7-10	B
3-6	C
< 3	D

And once that's all done, you receive a trophy. Shine it and admire it. Then try to earn all five. It's actually difficult to get the D Rank Trophy.

The S Rank Trophy



The A Rank Trophy



The B Rank Trophy



The C Rank Trophy



The D Rank Trophy



Of course, to play in the Colosseum you need a champion. Here's a rundown of who—and *what*—you can play and what they're equipped with. You'll find tips and strategies for each player and how best to use their weapons.

REGINA

INFO: An intelligence agent of S.O.R.T., she is calm and rational. She excels at infiltration.

WEAPON

- Submachine Gun
- Heavy Machine Gun
- Large Stungun
- Chainmine

ROUNDS OF AMMO

9,999
300
N/A
20

RECOVERY ITEMS

- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

PLAYER SELECT

REGINA

An intelligence agent of S.O.R.T.
She is calm and rational.
She excels in infiltration.

Notes: Start with the Submachine Gun to take care of the Oviraptors and Velociraptors. Save the Chainmine for the Inostrancevia. The Allosaurus and the Tyrannosaurus Rex will fall to the Submachine Gun. Get some distance from the Allosaurus and make sure Regina is shooting at both of them. They'll get knocked back as they get hit. When they do reach you, run away and then start shooting again. While facing the T. Rex, run constantly. Try to stay behind it as you fire. Done correctly, this can save you from taking any damage at all from the Rex.



Keep your distance from your Allosaurus enemies and you'll be able to take them out with the Submachine Gun.

Keep the T. Rex confused. Run around behind it, sticking to its tail, while keeping the fire button pressed. It may take a little time, but the Lizard King will drop.



TIP

Staying right around the T. Rex's legs is a solid strategy for every character. The Lizard King is so slow that you can run around under there, attacking constantly, and not suffer a single hit. It takes a little practice and a lot of adjusting as the Rex lumbers around, but it's worth it.

DYLAN

INFO: A Special Forces T.R.A.T. member, Dylan is a soldier with a tragic fate.

WEAPON

- Shotgun
- Rocket Launcher
- Machete
- Chainmine
- Firewall

ROUNDS OF AMMO

9,999
5
N/A
10
10

RECOVERY ITEMS

- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

PLAYER SELECT

DYLAN

A Special Forces TRAT member.
A soldier with a tragic fate.

Notes: Save those Rockets! Use the Shotgun until you hit the Allosaurus. Have the Firewall handy for the Oviraptors and Velociraptors; it'll speed you right past them. Try to hit two Inostrancevia with each Chainmine—hit all three if you can manage it—to conserve your rounds. When it comes to the Allosaurus pair you can take them out quickly with the Rockets; just don't miss. Same with the Tyrannosaurus. Use Rockets and you'll be home free.



A Firewall and Shotgun combo can take care of both Raptor types.

That Rocket Launcher does a number on the big boys. Make each shot count; you only have five.



RICK

INFO: An intelligence agent of S.O.R.T., Rick is a high-tech specialist.

WEAPON

- Solid Cannon
- Chainmine
- Firewall

ROUNDS OF AMMO

9,999
10
10

RECOVERY ITEMS

- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

PLAYER SELECT

RICK

An intelligence agent of S.O.R.T.
A hi-tech specialist.

Notes: Rick, a decent guy from the original *Dino Crisis*, doesn't seem to have much in the way of firepower at first glance. In fact, the Solid Cannon is an amazingly effective weapon for the Colosseum. Firing constantly and running around is the best tactic for every dino species except for the Inostrancevia. For them, use the Chainmine to flip them and then go after them with the Solid Cannon.

PLAYER ENTRY COST: 100,000 Extinct Points

INOSTRANCEVIA

INFO: A four-legged reptile with rock-hard jaws and armor-like skin, its armor will withstand even fire.

RECOVERY ITEMS

 Food (1)


PLAYER SELECT

INOSTRANCEVIA

A four legged reptile with rock hard jaws and armor like skin. Its armor will withstand even fire.

MOVE

COMMANDS

Bite X or ■
Shove Back ●
Running Bite ▲
Special: Hit Point Recovery ●, ●, ↓, ■

PLAYER ENTRY COST:
 160,000 Extinct Points

Notes: This saurian's attacks are powerful. The big drawback is how slowly the Inostrancevia maneuvers. However, the Running Bite and Shove Back are both very quick. The Special Attack is hard to pull off, and you don't get too much out of it. Practice it to get it right and then only use it in a lull.

ALLOSAURUS

INFO: A cold-blooded beast with size and agility to its advantage, its footwork will corner its prey.

RECOVERY ITEMS

 Food (1)


PLAYER SELECT

ALLOSAURUS

A cold blooded beast with size and agility to its advantage. Its footwork will corner its prey.

MOVE

COMMANDS

Bite-and-Shake X or ■
Tail Swing ●
Taunt Hold [R1]
Dash Bite [R1] + ■
Special: Berserk Rage ↑, ↓, ↑, ■

PLAYER ENTRY COST:
 180,000 Extinct Points

Notes: This big strapping lizard is a powerhouse with a lot of speed. The Allosaurus's quickness is its major asset. That quickness, coupled with the blue beast's arsenal of attacks, enables you to breeze through the Colosseum. Use the Tail Swing attack to sweep groups of enemies away and the Bite-and-Shake for the big lizards.

TYRANNOSAURUS
REX

INFO: The undisputed king of the jungle, T. Rex ranks first in the hierarchy of the food chain.

RECOVERY ITEMS

 Food (1)


PLAYER SELECT

T-REX

Undisputed king of the jungle. Ranks first in the heirarchy of the food chain.

MOVE

COMMANDS

Bite-and-Shake X or ■
Bite ●
Pummel X + ↑
Run ↑ + ▲
Special: Roar ↑, ↓, ↑, ■

PLAYER ENTRY COST:
 150,000 Extinct Points

Notes: The T. Rex is a huge monster and a big bully. Luckily, it's now on your side. Use the Bite to deal with the little enemies. Try to pull a Special Attack or two when against the Allosaurus and the second T. Rex.

NOTE

In Hard Mode the Triceratops and the Compy become available for purchase when you've bought all the other dinosaurs.

TRICERATOPS

INFO: Usually a peaceful herbivorous dinosaur, its running charge nonetheless destroys everything in its way.

RECOVERY ITEMS

 Food (1)



MOVE

COMMANDS

Charge
Side Swipe
Special:
Deadly Thrust

X or ■

●

↑, ↓, ↑, ■

PLAYER ENTRY COST:

200,000 Extinct Points

Notes: The Triceratops is a fun dino to play. It's built like a tank and can take a lot of punishment. The Charge is a simple head thrust, and the Side Swipe is useful when an enemy is next to you and you don't want to turn around. The Deadly Thrust is a one-hit kill attack, but once you pull it off—you'll see the white flash of light—it will take a second before the Triceratops charges. If it's hit during that time, the Special Attack will abort.

COMPSOGNATHUS

INFO: Absolutely the weakest of the dinos. When in a jam, it may call its friends for help.

RECOVERY ITEMS

 Food (1)



MOVE

COMMANDS

Bite
Special: Rally Cry

X or ■

●, ●, ↓

PLAYER ENTRY COST:

250,000 Extinct Points

Notes: The Compy is by far the most fun to play. This hyperactive little guy has one hit point. A strong breeze will knock it over. However, a single bite will kill any Raptor. Keep moving and tapping your attack button quickly. We prefer to just have the Compy scamper around in circles as it bites. The dinos come to you and meet an unlikely fate.

DINO DUEL

When you've unlocked the dinosaurs for purchase and bought at least one in the Player Entry Screen, the Dino Duel opens for play. This is a two-player game where you pit your lizard-fu against each other. The controls for the dinosaurs are the same as they are in Dino Colosseum, so refer to the section above for hints.



Here's the arena where you can fight your friends.

We like taking on T. Rexes with the Compy. It's not the most sane tactic, but it sure is fun.





Flip the Inostrancevia with a Chainmine as usual, then a couple of zaps from the Solid Cannon and they're history.

Running and firing is the best strategy. Stay away from the huge sharp teeth and you'll be cruising through the Colosseum.



GAIL

INFO: An intelligence agent of S.O.R.T., Gail is a man with a heart made of stone.

WEAPON

- Flame Launcher
- Antitank Rifle
- Chainmine

ROUNDS OF AMMO

9,999
20
10

RECOVERY ITEMS

- Hemostat (2)
- Med Pak S (2)
- Med Pak M (1)

PLAYER SELECT

GAIL

An intelligence agent of S.O.R.T.
A man with a heart made of stone.

Notes: Gail, another comrade from *Dino Crisis*, joins us in the battle ring. Use the Flame Launcher against the Oviraptors and Velociraptors. For the Inostrancevia, hit them with a Chainmine, then switch to the Flame Launcher and burn 'em. Save the Antitank Rifle for the Allosaurus and T. Rex. They'll fall quickly to the powerful slugs from that gun.

PLAYER ENTRY COST: 100,000 Extinct Points



It takes a little weapon shuffling, but you should barbecue the Inostrancevia after flipping them over.

Just a few shots from the Antitank Rifle sends the big boys to their maker.



TANK

INFO: The escort tank is used for protection when transporting valuable resources.

WEAPON

- Cannon
- Flash Rounds

ROUNDS OF AMMO

9,999
6

RECOVERY ITEMS

- Med Pak S (2)
- Med Pak M (1)

PLAYER SELECT

TANK

An escort tank used for protection when transporting valuable resources.

Notes: Dylan drives the escort tank into the Colosseum and tears it up. The controls are the same as in the Tank Mini Game: **[R]** and **[L]** swivel the turret, **X** fires the Cannon, and **●** launches a Flash Round. The Cannon is powerful, but it's slow and has trouble with the small dinos. The solution is to simply run over them. Really. You can grind the lizards into dust under those treads. When facing the Allosaurus and T. Rex, run right into them and fire the Cannon. This damages them with the treads and the shells. You can use the Flash Rounds against the bigger dinos, but the tread and Cannon treatment is a deadly combo.

PLAYER ENTRY COST: 120,000 Extinct Points

DINOSAUR GLADIATORS

The lizards get a chance to chew on each other in the Colosseum, too! You can play just about every lizard that you spent so long trying to kill. They are tough little beggars with thick hides that can soak up a lot of damage. Therefore, each dino has one hunk of Food that will restore its health. Use it wisely.

OVIRAPTOR

INFO: A quick and tricky carnivorous dino, it attacks its enemy with its kick and poison spit.

RECOVERY ITEMS

 Food (1)



MOVE

COMMANDS

Jump Kick	×
Down Thrust	↓+×
Poison Spew	●
Short Kick	↓+●
Special: Combo	
Poison Spew	↑, ↓, ↑, ■

PLAYER ENTRY COST:

150,000 Extinct Points

Notes: The Oviraptor is small but quick. Each attack can take down one of the smaller lizards. Use the Special Attack against the big dinosaurs to take a chunk out of them and then use the Oviraptor's speed to do a hit and run.

VELOCIRAPTOR

INFO: A speedy hunter of the jungle, it has many ways to attack its prey..

RECOVERY ITEMS

 Food (1)



MOVE

COMMANDS

Bite	× or ■
Low Bite	↓+×
Pounce	●
Tail Swing Right	→+●
Tail Swing Left	←+●
Special: Wild Dance	←, →, ↑, ■

PLAYER ENTRY COST:

150,000 Extinct Points

Notes: It's a nice change to control the Velociraptor after its ilk spent so much time hunting you in the main game. The attacks are all strong, but they are sometimes slow to come out. As with the Oviraptor, the Special Attack is devastating, but the Velociraptor will just bite like crazy in a straight line. Use it on the Allosaurus and the Tyrannosaurus.



INTERVIEW WITH HIROYUKI KOBAYASHI PRODUCER OF DINO CRISIS 2



We were lucky enough to get a chance to throw some questions at Mr. Kobayashi about *Dino Crisis 2*. Mr. Kobayashi is the producer of the game and was kind enough to take time out of his busy schedule to let us in on some behind-the-scenes information.

Name: Hiroyuki Kobayashi

Birth Date: August 12, 1972

Title: Producer, Development Team, Department 4
Research & Development Division, Capcom Co., Ltd.

Career Highlights: He was a planner of *Dino Crisis* and has made his producer debut on *Dino Crisis 2*. Also, he has been involved in the creation of the *Resident Evil* series since its premier. He worked as a programmer in *Resident Evil* and *Resident Evil 2*, and as a planner in *Resident Evil 3 Nemesis*.

Hobbies: Going to the movies, playing tennis, and skiing.

What made you decide to use the point system in *Dino Crisis 2*? Did it evolve as the game was designed, or was it developed before *Dino Crisis 2* was produced?

The *Dino 2* concept is "the exhilaration of defeating a succession of dinosaurs." It isn't all that interesting just killing dinosaurs so we wondered how we could make it more fun by having to kill dinosaurs as part of the goals of the game. This is where we decided to incorporate the point system.

The point system makes *Dino Crisis 2* an amazing new branch of the "Survival-Horror" genre. Can we expect other titles, such as *Resident Evil*, to incorporate the point system as well?

[The genre] is not at all related to the introduction of the point system. *Dino 2* isn't a "Survival-Horror" game; it's an "Adventure-Action" game. "Horror" wasn't one of the elements of the *Dino 2* concept. The game revolves around "Action." Will the system be included in other games? It will all depend on that title.

Dino Crisis 2 leaves us with a very dramatic cliffhanger. Will we see more of Regina and Dylan?

If the *Dino* series continues, then Regina and Dylan will probably appear in the next one. I can't say for certain though because that decision on what characters will appear in any game is made on a case-by-case basis.

Might we see the return of Rick?

Ah, so Rick is popular abroad is he? I'd have to respond the same as I did to the last question.

If the *Dino Crisis* series does continue, what platforms will it appear on?

If a game were to be developed, then it would be developed in keeping with the hardware at the time.

In *Dino Crisis 2* the backgrounds are very rich and beautifully textured. Can you tell us about the work that went into them?

I won't speak on the technological details, but we did intensive research and experimentation on jungles since the jungle is the main stage for this game. Also, we took great pains on the lighting since scenes take place during the day.

Specifically, the jungle stages are packed with details. Was there a place those stages were based on?

Without materials from the actual Cretaceous period at hand, we created our stages based on tropical forests.

The dinosaur's movements are all very fluid; what did your team base those movements on? Did they study specific animals?

Ah, you can see the know-how of our staff shining through. They've been creating dinosaurs for a long time now since they began with *Dino 1*. We basically studied animals that are similar to each of the dinosaurs.

How were the sounds for the dinosaurs created? Were they created or are they based on actual animal calls?

For both the sounds and the animals we used living creatures for inspiration. Then we created the sounds based on those images.

Another innovation is the use of Sub Weapons. How did the idea for them come about?

Sub Weapons were added after we considered what would be the weapons that would best suit our concept of "the exhilaration of defeating a succession of dinosaurs." Defeating dinosaurs is fun, but we wanted the player to decide how best to do it. Then the player could

experience a new level of fun by choosing different combinations. To accomplish this we decided to provide players with two types of weapons.

What was the most challenging aspect of the *Dino Crisis 2* project?

It was the challenge of creating a game that was completely different from *Resident Evil* series and *Dino 1*. We had to think up all sorts of new elements that would make the game enjoyable so a player could have "fun shooting at and killing dinosaurs!"

What are you most proud of in *Dino Crisis 2*? What was the most satisfying aspect of the development process?

While this game is one of the games in the *Dino* series, we were able to create a completely new kind of game! It is neither *Resident Evil* series nor *Dino 1*, and we created fun.

Are there plans for *Dino Crisis* merchandise? Such as Regina action figures or *Dino Crisis* novels?

There are already plans in the works, but no products have hit the market yet. It's fun just thinking about what kinds of merchandise could be made that would express the neat/cool aspects of the *Dino* game.

Finally, what would you consider the best advice for people who happen to find themselves on an island with vicious dinosaurs?

People are dinosaur food, nothing else. You might have some incredible weapon, but if you are caught unawares, you're meat! Run fast and get somewhere safe!!!

Thank you for your time, it was a pleasure to hear your thoughts and play the game.

